INSTRUCTIONS FOR

INVADERS

CARTRIDGE

Cartridge compatable with Acetronic MPU 1000,
Radofin & Prinztronic Microprocessor Systems.

SCORE VALUES

🛸	=	1 point
✕	=	2 points
👾	=	3 points
▬▬▬	=	Mystery Bonus

At intervals a UFO will move across the top of the screen. This UFO is an Invader command ship and you will score bonus points for hitting the UFO.

As the Invaders move very close to earth they will cause all the defensive shields to disappear. If you are successful in destroying the entire Invader Attack fleet a new Attack Fleet will fill the screen and this fleet will start its attack one level closer to earth. After several replays the Invader Attack Fleet will be starting from a very low level and you will no longer have the benefit of any defensive shields.

The game will end when an attacking Invader reaches the lowest level, just above the level of your Earth Defender. The game will also end if all your Earth Defenders are destroyed (3 or 4 depending on if you received an extra bonus Earth Defender). At the end of the game the final score will appear and flash on the screen. You may note that an occassional hit by an Invader bomb 'misfires' and does not cause your Earth Defender to be destroyed.

Two Player Games

The even numbered games are two player games. In all two player games the Left player will have the first turn. The left player plays until his first Earth Defender is hit, then play will switch over to the right player. The right player will play until his Earth Defender is hit then play will revert to the left player. Play continues in this manner, each player is playing an independent game against the Invaders. Each players' score will be separately maintained in the microprocessor.

If one player allows the attacking Invaders to get to the bottom level the game will end for that player. The other player then continues by himself until he is finally also defeated by the attacking Invaders. After both players have been eliminated the score will flash, indicating the game is over. Players can take turns displaying their scores by pressing the top right black key on each player control keyboard in turn.

Invader Variations

Game

1 Basic Game — Single Player
2 Basic Game — Two Players
3 With Guided missiles — Single Player
4 With Guided missiles — Two Players
5 High Speed Version — Single Player
6 High Speed Version — Two Players
7 High Speed Version, with guided missiles — Single Player
8 High Speed Version, with guided missiles — Two Players
9 Basic Game — without defensive shields — Single Player
10 Basic Game — without defensive shields — Two Players
11 With Guided missiles — without defensive shields — Single Player
12 With Guided missiles — without defensive shields — Two Players
13 High Speed Version, without defensive shields — Single Player
14 High Speed Version, without defensive shields — Two Players
15 High Speed Version, with guided missiles, without defensive shields — Single Player
16 High Speed Version, with guided missiles, without defensive shields — Two Players

NOTE: ALL SINGLE PLAYER GAMES USE LEFT PLAYER CONTROL.

HINTS FOR ADVANCED PLAYERS

* Don't let the invaders get too low.
* Keep your Earth Defender moving — if he remains in the same location the invaders will automatically concentrate their bomb attack in that area.
* Go for the UFO whenever possible — the UFO's offer you the chance for big score increases.
* When shooting aim carefully and don't waste shots, this is especially critical when invaders are at low level and moving fast!